

Axolotl Axiology

A game for 2-4 players
by Wendy Gorman

You are an axolotl! How wonderful! You must take full advantage of your axolotl self, and live your life to the fullest in the waters of Xochimilco!

Everyone takes turns being the axolotl. Players sit in a circle, and pass control of the axolotl to the left.

Each person gets one action with the axolotl at a time.

They can do one of the following:

- Eat
- Regenerate
- Hunt
- Mate
- Swim

Looking cute is free! The axolotl always succeeds at what it is trying to do.

The person sitting to the left of the person deciding what the axolotl does narrates what happens for the axolotl. To decide how it goes, they roll a single d6. On odd numbers, good things happen to the axolotl! On even numbers, bad things happen. The axolotl always succeeds in doing what it wants, even if something bad happens.

Bad things that can happen to axolotls: Being captured, getting lost, losing a limb, eating something yucky, etc.

Good things that can happen to axolotls: Laying eggs, looking particularly majestic, finding an attractive mate, etc.

The game ends when the axolotl has reached maximum life satisfaction.